

Texas Gun Club Action Pistol League Rules

Revised 28FEB2020

1. Shooters must be able to demonstrate competency in fundamental Pistol safety and handling skills in order to be eligible to shoot:
 1. Muzzle awareness and discipline.
 2. Trigger discipline, safe trigger finger position until ready to fire.
 3. Ability to safely load, unload and holster keeping the above in practice.
2. Participants may demonstrate the above eligibility to shoot by a minimum of prior training or qualification:
 1. License to carry training/license
 2. Pistol 101 or higher level pistol training course completion
 3. TGC Holster qualification
3. Shooters who have not previously participated in TGC Action Pistol will be required to complete a safety briefing and shooting experience review prior to being allowed to shoot.
4. The Action Pistol range is a COLD RANGE.
 1. All firearms are to be unloaded at all times until instructed to load and make ready at the firing line by RSO/Stage director.
 2. Firearms are only to be handled at the "safe table", muzzles kept facing ballistic wall (carpeted wall). Otherwise, firearms are to be either cased or holstered, unloaded, hammer/striker down, with no magazines in the firearm.
 3. NO AMMUNITION is allowed at the Safe Table.
 4. On the ranges, firearms are to stay cased or holstered until the shooter is at the firing line and instructed by the RSO/Stage Director to "load and make ready".
 5. At completion of the stage firing sequence, shooters will eject magazines, show chamber clear, then slide closed, pistol aimed downrange, trigger pulled to hammer/striker down, and firearm safely holstered and cased before leaving the shooting position.
 6. In the event of any participant, RSO or otherwise calling STOP or CEASE FIRE, the current shooter shall stop shooting, and hold safe position with the muzzle downrange until further instructed by the RSO/Stage Director how to make their firearm safe.
 7. When the range is "Hot", with a shooter and RSO/Stage Director at the firing line as instructed by the RSO/Stage Director, all other persons shall remain behind the Safety Line. The RSO may authorize a secondary RSO or safety observer/coach to advance to a safe position ahead of the safety line if deemed necessary.
5. During make ready and shooting, violation of the following rules may result in disqualification (DQ) for the remainder of the evening, as directed by the RSO/Stage Director:
 1. Turning or pointing the muzzle outside of a 180-degree arc from the firing line.
 2. Failure to return trigger finger to a "ready" position outside of the trigger guard while moving or transitioning between shooting positions. The trigger finger is only authorized to be within the trigger guard when fully extended, aimed and ready to engage a target.
6. Shooters may be warned on observation of potentially unsafe behavior and coached on the observation. Repeated occurrences of the same behavior in one event may result in RSO/Stage Director electing to DQ the shooter:

1. "Sweeping" the shooters own body with the muzzle during firearm handling (e.g. legs, feet, opposite hand).
 2. Accidental discharge in a safe direction (e.g. firing while the muzzle is obviously not in position on an acquired target, while not violating the 180-degree safety plane).
 3. All shots must be taken from a shooting position that results in a safe trajectory into the berm. Shots taken that result in trajectories into the wall, floor, overhead baffles or ceiling will be charged and scored as a Procedural Violation, and procedural warning given.
7. All shooters are asked to assist with setup, scoring, and taping, and tear down on Action Pistol nights. Setup begins at 5:30 pm.
1. All members of a squad will score and tape with the exception of the shooter being scored, and the scorekeeper.
 2. Each participant should score a target, and await the scorekeeper to log points down and then tape the target after receiving confirmation that the target score has been counted.
8. General Rules - TGC Action Pistol follows modified IDPA rules.
1. Procedural penalties are per IDPA rules, with +3 seconds per procedural violation (per shooting station or position), with the exception of shots taken above the allowed count, which will be charged as a "miss", +5 second penalty per shot above allowed count for shot-limited stages.
 2. TGC Action Pistol does not apply Flagrant Procedural penalties.
 3. TGC Action Pistol does not apply Failure to Do Right point penalties. FTDR May be treated as DQ by the RSO or Stage Director.
9. Scoring and taping:
1. Target hit scoring is per IDPA rules, with +5 seconds for each miss, +3 / +1 / +0 zone scoring.